**Introduction the Augmented Reality**

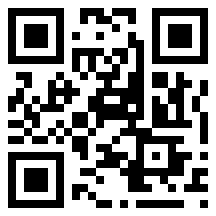
Target Audience: Grade 5

Learning Outcomes: To introduce the students to the concept of Augmented Reality and to give them a chance to become more familiar with the potential uses of their iPods.

In an ever changing world, students need to be prepared for an uncertain future. They need to be able to work with others and to be problem solvers so that they are able to cope in whatever academic or professional circumstances they should find themselves in in the future.

Technology: As this is an introductory lesson, we will be using iPods and a QR reader.

Lesson: Students will log onto the schools wireless network and download QR Reader. Once they have done this, some sample QR Codes will be passed around so that they can practice reading them. Once they are comfortable with the QR Reader, they will head outside and look for a series of QR codes around the school. They will have a series of tasks to perform with their partner in a Scavenger Hunt format. For example, one QR code may read, “Find a Pine cone.” They would then have to use the link on another QR card to find out which type of tree the cone came from. They could do this with different leaves, fungi, animal tracks or droppings, insects, etc.

 (Find a Pine Cone)

BC Ministry of Forests Tree Book

References

Babuta, L. 9 Essential Skills Kids Should Learn. Retrieved from http://www.dailygood.org/view.php?sid=194